
Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 05:44:00 GMT
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New unit (idea):SSG: Surface-to-Surface Gnome-launcherDoing exactly what it does, the Surface-to-Surface gnome launcher is used for launching and deploying legions of gnome-troopers quickly behind enemy lines, instead of delivering explosive payloads. It is capable of launching gnomes faster and longer than the gnome jet and can be used multiple times. The deployment pods it launches travels to quick to be targeted by automated defenses, and is hard to hit with conventional weapons. The pod will be destroyed on impact with the ground, but leaves the occupant free to travel off from the impact site. These launchers is the solution to beating that hard-to-crack defense, and can often be deadly against a un-cordinated team. Great for when having a long siege. Two people are needed to launch. The driver/operator, and the one that is to be launched. The first who enters the vehicle becomes the operators, and anyone entering after that becomes subject to launch. The operator launches by hitting (secondary?) fire, and the after a short launch sequence, the launch pad will be launched.Armor: MediumCost: A bit expensive, to prevent hordes of them launching at the same time.
